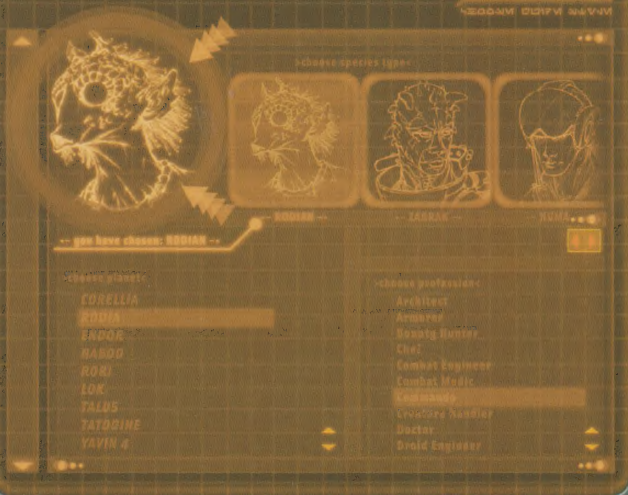


# STAR WARS GALAXIES™

AN  
EMPIRE DIVIDED™

## QUICK START GUIDE

CHOOSE YOUR CHARACTER



INTERSTELLAR  
**EDIE**  
DATA INTERFACE



## **WARNING: PLEASE READ BEFORE INSTALLING OR USING THE SOFTWARE**

### **PHOTOSENSITIVE SEIZURES**

A very small percentage of people may possibly experience a seizure when exposed to certain light patterns, flashing lights or other visual images that appear in computer software games. If you, or anyone in your family, have an epileptic condition, consult your physician before installing or using the software. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can possibly cause a seizure while viewing a computer software game. Reported seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, nausea, headaches, jerking or shaking of arms and legs, disorientation, confusion, or any involuntary movement or convulsions.

If you experience any of these symptoms, **IMMEDIATELY STOP PLAYING AND CONSULT A DOCTOR.** Parents or guardians should watch for or ask their children if they are having any of the above symptoms – children and teenagers are reportedly more likely than adults to experience seizures from viewing computer software games.

### **INTERNET CONNECTION AND SYSTEM REQUIREMENTS**

**NOTICE:** You will need to obtain an Internet connection (through a computer meeting the minimum system requirements) in order to play the game associated with this software. If you do not use an Internet connection, you cannot play the game. Such Internet connection may require additional fees. You will also need a valid credit card or a paid game card (if available) to play the game. Additional recurring fees required to play this game.

**GAME INTENDED FOR PLAY ONLY WITHIN NORTH AMERICA.**





## >INSTALLATION

- 1) Put Disc One of *Star Wars Galaxies: An Empire Divided*, into your disc drive and follow the prompts to install. Refer to **Chapter 1: Installation and Setup** of the Adventure Manual if you encounter any problems.
- 2) Connect to the Internet. *Star Wars Galaxies: An Empire Divided* is an online game that requires an active Internet connection.
- 3) Launch the game! Once installation is complete, you'll spot a shortcut for *Star Wars Galaxies* on your desktop. Just double-click on the shortcut. The game will begin by initiating the Launchpad.
- 4) Create your *Star Wars Galaxies* account. If you do not have a *Star Wars Galaxies* account, select New Account and follow the prompts to select a Station Name and Password. You will need to input both every time you launch the game. Never give your Password to anyone. NOTE: Customer service will never ask you for your Password.
- 5) Enter your account key. This number is found on your CD case. Do not lose this number; you'll need it if you ever want to reinstall the game.
- 6) Provide billing information. Because *Star Wars Galaxies: An Empire Divided* includes an ongoing online service, there will be a modest monthly fee associated with playing the game. Choose your desired billing option here.
- 7) Update! *Star Wars Galaxies: An Empire Divided* is an evolving game, and we will continually add new content. The game will automatically determine if your files are out-of-date and download any new files.
- 8) Hit Play! The game will now launch.
- 9) Select a Galaxy. A Galaxy is the online environment in which your character will live and adventure. All Galaxies have the same content. For now, just choose a name you can remember.

Note: System requirements may change over time, and you may need to upgrade your current system (or obtain a new system) to play the Game.



## QUITTING THE GAME

Whenever you're in the game, you can quit by hitting the **SHIFT+ESC** keys, and then choosing **Quit**.

## >CHARACTER CREATION

Before you can begin exploring *Star Wars Galaxies: An Empire Divided*, you need to create your character (or "avatar"). The character-creation process is pretty straightforward, and the in-game text should help with all your decisions. The following are a few guidelines for creating your first character.

### 1) SELECT YOUR SPECIES

In general, your career path in the game is not dictated by your species choice. Species does affect your character's physical and mental attributes to some degree. You can switch between male and female versions of each species by clicking on the ♀ or ♂ symbols beneath the Species list. Your character's gender has no impact on what you can do in the game, nor does it affect your physical or mental attributes. Species choice does affect your attributes, but some species have special innate abilities. These are listed at the end of the description for a given species.

### 2) CUSTOMIZE YOUR CHARACTER

You can control the height, weight, skin color, and even facial features of your character. To see the diversity of characters possible, just click the **Randomize All** button a few times. When you're ready to fine-tune your character's appearance, click on any of the categories on the right side of the screen. If you get confused during customization, just hold your mouse cursor over any part of the screen you have questions about and a helpful tip will appear.

### 3) SELECT YOUR STARTING PROFESSION

A Starting Profession provides you with your beginning skills, equipment, clothing, and physical and mental characteristics. Read the in-game descriptions for more detail about each Starting Profession.

Although your choice of Starting Profession will dictate your early in-game experiences, it's important to remember that your character will change over time. You'll gain access to new skills, abilities, equipment, and clothing. Each Starting Profession is also a launching pad to more specialized Elite and Hybrid Professions that offer more skills and abilities. You can even surrender skills and professions if you decide you want to try something new altogether.

### **Jedi, Bounty Hunters, and Smugglers**

When you begin playing *Star Wars Galaxies: An Empire Divided*, your character is like the farmboy from Tatooine - relatively inexperienced, with only a handful of skills for surviving in a dangerous galaxy. However, as your character advances, new options will become available. You can eventually take on the role of a Smuggler, Commando, and even a Bounty Hunter. Gaining access to these roles requires exploring the various professions and attaining mastery in several different areas. You can also "unlock" a second Jedi character and discover a whole new way to play *Star Wars Galaxies*.

### **4) REVIEW YOUR ATTRIBUTES**

Your character is defined by the species you choose, your profession and skills, and by several physical and mental characteristics called attributes. Your species and profession determine the actual values of each attribute. Although your character has nine attributes, the three most important are:

- **Health:** Your physical hardiness.
- **Action:** Your energy level.
- **Mind:** Your overall mental strength.

Imagine that each of these three attributes is a "pool" of points. Every time you are injured by an attack, you temporarily lose some points from one of these pools. If any one of these pools is completely depleted, your character will become incapacitated (which could lead to death). These three attributes are obviously very important, but don't expect all three of them to be near the maximum value. Some characters will end up very



strong in one area, but weak in another. Others will be more balanced, with mid-range values in all three.

## 5) NAME YOUR CHARACTER

Just type names into the available spaces, or click the **Random Name** button to have the game generate a name for you. Finish your character by clicking in the **Bio** box and typing up your character's back story (this can be changed in-game). When you're finished naming your character, hit the **Next** button to begin the tutorial. If you want to change anything about the character just hit the **Back Arrow** until you reach the screen you need. When you're finished naming your character, hit the **Next** button to begin the tutorial.

## 6) CHOOSE A STARTING LOCATION

After completing the tutorial, you're almost ready to start your life as an adventurer... but first, you need to select the planet and city where your character will first step into the *Star Wars* galaxy. Each planet offers multiple destination cities.

## >MOVEMENT AND CAMERA CONTROLS

For the most part, moving around in *Star Wars Galaxies: An Empire Divided* can be done using only your mouse. You can look around by simply moving your mouse, and you can zoom in and out between first- and third-person views by rotating the **MOUSE WHEEL** or using the **+** and **-** keys.

To move forward, simply hold down the **MOUSE 2** button; to change direction, move your mouse left or right. If you prefer to use your keyboard, you can move using the **ARROW** keys. You can autorun by hitting the **NUMLOCK** key; you stop autorunning by hitting **NUMLOCK** again or by clicking on the **MOUSE 2** button.

When you first enter your starting city, press the **CTRL+M** keys to create an overlay map on the city. Find the local cantina or hospital before heading out into the wild: both of these buildings are likely to be filled with other players who can help you.

## >CHATTING

*Star Wars Galaxies* is an extremely social game. To talk to other characters around you, simply use your keyboard to type whatever you want to say, and then hit the **ENTER** key. Chat text appears in two locations: as a dialogue bubble above your character's head and in the Chat window at the bottom of your screen.

## INTERACTING WITH THE WORLD

You can interact with many objects in the world, including terminals, characters, and even furniture. When you have your onscreen reticle over an object, hold down the **MOUSE 1** button until a radial menu appears.



With the mouse button still depressed, highlight the desired option from the radial menu, and then release the button.

Many objects also have a default action associated with them. You can initiate the default action by simply double-clicking the **MOUSE 1** button on your target.

## WORLD MODE AND DATA MODE

You can switch between using the cursor/reticle for interacting with the world (World mode) and interacting with your onscreen UI elements (Data mode) by hitting the **ALT** key.

## >SCREEN ELEMENTS

When you first start playing *Star Wars Galaxies: An Empire Divided*, all the information you need to adventure is right in front of you. The basics are covered here; the other elements are described in detail in the Adventure Manual (see **Chapter 3: Controls and the HUD**).

See the next page for a description of the onscreen elements.





1. **HAM Bars:** Your Health, Action, and Mind attributes. If any of these are depleted, you will be incapacitated.
2. **Posture:** Indicates whether you are standing, sitting, kneeling, or prone.
3. **Toolbar:** A bank of shortcuts used to quickly perform actions. By default, you can hit F1-F4 keys to change postures. See the Adventure Manual, Chapter 3: Controls and the HUD, for more information about the toolbar.
4. **Radar:** Shows you which direction you're headed. Enemies, allies, and other significant information also appear on the radar.
5. **Reticle:** Your "cursor," used to interact with the world or your UI elements.
6. **Chat Window:** Where all chat and other important messages are displayed.
7. **Chat Input:** Type here to make your character "say" anything. What you type will be "heard" by anyone nearby.



**8a-8d. Data Screen Icons.** Each of these icons corresponds to a separate data screen that remains hidden until you need it. To open a data screen, click on the icon while in Data mode or use the shortcut listed below. All of the screens are covered in the Adventure Manual, but initially you only need to access the following:

**8a. Character Sheet:** Provides pertinent information about your character, including current attributes and how many credits (money) you have (**CTRL+C** keys).

**8b. Inventory:** Allows you equip or unequip items, including weapons. Double-click on any item to equip it (**CTRL+I** keys).

**8c. Holocron:** Initiates the in-game help system (**CTRL+H** keys).

**8d. E-Mail:** Opens the in-game e-mail system. The Mail icon will flash when you have new e-mail. You should have a message when you enter the world for the first time (**CTRL+E** keys).



## >COMBAT

Throughout your character's adventuring life, you'll face a number of dangerous enemies. Even if you avoid dangerous professions, areas, and activities, danger may come to you. To engage an enemy, just double-click on your target to automatically begin attacking. When you're attacked by something dangerous, you'll also begin to automatically counterattack (an unarmed melee attack will be initiated if you haven't equipped a weapon). Combat information is displayed onscreen. The most important elements are covered here:



1. **Combat Icon:** Indicates that you're actually in combat.
2. **Target Name:** The name of your current target.
3. **Target's HAM Bars:** Your target's Health, Action, and Mind. Creatures and most other enemies die when any one of their HAM bars reaches 0.

4. **Combat Queue:** Shows you which actions your character is about to perform. Whenever you attempt a special combat move, change postures, or use certain equipment (like a grenade), the action will appear in the Combat queue before actually occurring in the game. In the meantime, you'll continue to auto-attack. You can queue multiple actions.

5. **Peace Button:** Click here to end combat. You can also type /peace in your Chat Input bar.

6. **Accuracy Modifier:** A modifier applied to your attempt to hit your target.

7. **Damage:** Colored numbers that represent the damage you or your target sustains in combat. They are color-coded to correspond with your HAM bars.

**Targeting Bracket:** Surrounds the entity you are currently attacking. When the enemy moves off screen, you'll see a red arrow pointing you toward your target (not visible on screenshot).

### **"ONLY IMPERIAL STORMTROOPERS ARE SO PRECISE...."**

Whenever you attack, your attributes, weapon, movement, and distance from your target all affect your chances of hitting your enemy. But, when using a ranged weapon, your posture can significantly affect your accuracy.

## **POSTURES**

A posture is your character's stance in combat.



**Standing:** Your character is moderately accurate with ranged weapons, but also provides a good target for enemies with ranged weapons.



**Kneeling:** Your character becomes more accurate with ranged weapons and presents a smaller target, but you are far less mobile and more vulnerable to melee attacks.





**Prone:** The most effective posture for ranged combat. The prone position increases accuracy and decreases your chance of being hit by ranged weapons. Unfortunately, your movement is slowed to a crawl, and you are extremely vulnerable to melee attacks. You can change postures by using the corresponding Function keys, clicking on the Toolbar icons, or typing `/stand`, `/kneel` or `/prone` into your Chat Input bar. To get the most out of combat, read Chapter 7: Combat in the Adventure Manual.

## LOOTING

When combat ends, you can search the corpses of any enemies you killed. Just double-click on a corpse or hold the **MOUSE 1** button on the corpse until a Loot radial menu appears. Select **Loot** to view any lootable items or **Loot All** to simply take everything on your enemy's corpse. If your enemy was carrying any credits, these will automatically be transferred to your character when you choose either Loot option.



## >GROUPING

In *Star Wars Galaxies*, you'll be encouraged to make friends and join small adventuring groups. To form a group, simply left-click and hold on any character, and then choose **Invite** from the radial menu. If you're invited to a group, an invitation will appear on your screen. Click **Join**, or type `/join`, to join the group.



## >WHAT NEXT...

Now that you understand how to move around and fight, you simply need to wander into the wilderness to find a battle. However, if you want to earn a few credits for fighting, find a **Mission Terminal**.

Left-click and hold on the terminal, and then select List Missions from the radial menu. You can choose from several types of missions, including Destroy and Deliver assignments. After you select a mission, a flashing icon will appear on your radar.

Follow the icon until you reach your mission objective. If you've selected a Destroy mission, you will be required to destroy a base or a creature's lair (represented on your radar by a yellow square).

If you've undertaken a Deliver mission, you'll need to retrieve an object from a character in-game, and then deliver that object to another character. You can review your mission from your Datapad (CTRL+D keys).

When adventuring, remember that creatures and hostile enemies appear on your radar as red blips. Early on, you should stay relatively close to town to prevent getting lost. If you get in over your head, run toward civilization for safety. You can escape combat more quickly by using your Burst Running ability. Simply type /burstrun in your Chat Input bar, or use the corresponding Function key (default: the F5 key).



Depending on your profession, you may be able to earn credits and valuable experience near or within city limits.

### **>"MAY THE FORCE BE WITH YOU..."**

After finishing the in-game tutorial and reading this Quick Start Guide, you should be ready for action. But, there's a lot more to Star Wars Galaxies than just combat. In the Adventure Manual, you'll learn how to use the in-game e-mail system, locate and harvest resources, travel to other planets, build and sell blasters and other equipment, tame



creatures for use as pets, control droids, and even join the Empire or Rebel Alliance.

### >GETTING HELP

If you encounter problems in the game, there are a number of places where you can get help, including the following:

**The Holocron:** The in-game help system (CTRL+H keys) offers information about nearly every aspect of the game.

**Tool Tips:** *Star Wars Galaxies* includes a comprehensive Tool Tip system. If you are confused about an icon or interface element, simply hold your mouse cursor over it for a few seconds and a helpful description of the item will appear.

**www.starwarsgalaxies.com:** The official Web site always has up-to-date information about the game. *Star Wars Galaxies* is constantly evolving; visit the official site to keep informed about the latest developments. The site also has forums where you can ask questions of other players and the development team.

**Other players:** The *Star Wars Galaxies* community is friendly and helpful. If you have questions, you can always try asking those around you.

**Official Strategy Guide:** The official strategy guide from Prima Books offers numerous hints and tips for creating characters and adventuring.

**Troubleshooting Guide:** For additional help, please see the Troubleshooting Guide in the *Star Wars Galaxies* directory on your hard drive.

*Please refer to the end of the Adventure Manual for more information about direct customer-support help.*

<PERSONAL DATA>

<<ENCRYPTING INPUT>>

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<< QUICK START GUIDE >>

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